Adrenaline's Guide to *Myth II Soulblighter* for Newbs
The extended version!

Foreward

Well… it's been a number of years since I released the dumbed down version of this guide… finally decided (or remembered) that it was about time I finished what I'd started. While this guide is mainly geared toward shortening the learning curve for new players, there is likely a lot of stuff within these pages that some not-so-new players may find useful. Nothing can replace hard work, practice, and experience, but I hope this guide will ease the transition from cluelessness to competency for new newbs and old newbs alike. I certainly do not believe this to be a Myth II bible, definitive strategy guide, or a complete transcription of my Myth II knowledge… it's just a basic guide to becoming less terrible at Myth. Enjoy the read. Hope it helps!

– adrenaline

Part 1: The Basics

Preferences

There are some basic changes that can be made in your preferences that can help improve your gaming experience considerably. ENABLE '**persistent ready'**!!! Nothing is more annoying than waiting for someone to re-check each time a change is made to the hosted game. This function makes that little red check mark beside your name stay there, no matter what changes are made to the game. This will save your opponents a lot of grief.
I have also found it helpful to disable persistent formations. That may be a matter of personal preference, though.
I wouldn't recommending changing any of the default controls, other than the corner orbit and rotate options. This may be a matter of personal preference… but I'd suggest disabling them. Spinning in circles while trying to attack an opponent is not helpful.

Formations

Ahhhhh this is an important one! Some of you newer players may have been wondering how some other players get their units to form such tight boxes, or how they get their archers so spread out. When installing the latest Myth patch… you have the option to install 'Fear and Loathing'. INSTALL THEM! 'Fear' can be used to modify your unit formations, among other things.

How to edit your formations:

Open 'Fear' → open the 'formations' folder → change the values.

It's that simple! I won't bother providing values… I will leave it to you to play around with it and see what you like. Here, however, are a few suggestions. A tight box formation is good! Not only can you fit more unit(s) into a smaller space, say on a hilltop with limited room, but tightly boxed units are much more effective in a mellee fight than loosely boxed units. On the flip side, widely spaced bowmen can dodge arrows more effectively, and defend against incoming puss and artillery attacks much better. At minimum, you should have one widely spaced line formation (#4), and a tight box formation (#5). Consider these things when modifying your formations. If the task seems too daunting, consider asking a veteran player for advice, or to simply email you their formations.

Observer Constants

Many people don't realize that you can also edit camera speeds and such using 'Fear'. The values you would want to change are contained within the 'observer constants' folder. Play with the values until you find something you are comfortable with. Refer to the observer constants section in the Fear documentation at projectmagma.net first: *http://projectmagma.net/downloads/Myth2docs/fear.html*.

Presets

Preset unit groups are incredibly helpful in Myth multiplayer action. The advantages to using them include the ability to 'grab' units which you cannot see on your screen, which means you can bring units from wherever on a map without taking your focus off your immediate situation. Also, it enables a player to quickly shift between unit groups during battle, instead of depending on the 'click and drag' or 'double-click' methods, which are often slow, and subject to user error.

How to do it:

Presetting is very easy. Simply select the group of units you wish to preset, and hold alt + # (1-9). For example, if you want all of your melee in your first preset… select them and hold alt + 1. Recalling presets is equally simple. For the above example, simply tap alt+1 to recall that preset. The 'F' button also allows you to cycle through your presets.
Playing Myth using presets may take a bit of time to get used to… but don't get discouraged. I guarantee they will improve your gameplay once you master them.

Some Suggestions:

When presetting, I try to keep things fairly simple. I usually use 3-7 presets depending on the map, but I like to try to keep it around 4 or 5 because it just gets hard to reach 6-9 from the left alt key. Here is an example of how I might preset my units:

***Gimble in the Wabe**, last man on the hill:*

Preset #1: warriors/stygians   Preset #4: journeyman
Preset #2: bowmen   Preset #5: ghols
Preset #3: dwarves

This is merely an example…. I encourage you to try your own combinations and discover which ones work best for you. My advice is to keep units you would like to move together on the same preset. On Proving Grounds for example, you may want to keep all your warlocks and mortar dwarves on the same preset, so that you can move them around easily while trying to protect yourself from an opponent's trow. Another fun trick with presets is the ability to quickly center your view on a preset group, wherever it may be on a map. For example, if I was playing Capture the Flag on Gimble in the Wabe… I may wish to send a small flank (say, 3 stygian knights and a ghol with puss) around to my opponent's flag. Instead of clicking on the map looking for my units, I could simply select whatever preset I assigned the flank to, and hit "H" to center my view on that flank. This could also be useful in the event that my flag is being attacked while my attention is elsewhere… as long as my defense units are on their own preset. The use of presets in combination with good micromanagement is good way to become less sucky at Myth.

Useful Commands

There are many useful commands built into Myth II that will help you control your units better. From the opening menu, go to PREFERENCES, then to CONTROLS (bottom right corner). You may reconfigure these if you like, though most prefer to leave them default. Here is a brief list of commands you should familiarize yourself with:

Attack Ground ("CTRL")	This does exactly what it says – use CTRL+click to target a spot on the ground. Use this attack method with dwarves, fetch, warlocks, or any artillery unit. This generally gives better range (remember, you don't need a direct hit to kill a unit usually – ranged units do damage within a defined radius).
Scatter Units ("B")	Get used to using this command… you will need it often. This works well in emergency situations to minimize damage received from artillery attacks, or to spread units quickly when being targeted by a puss attack, etc.
Stop Units ("Space")	Ever had your warlock or dwarves attack automatically and decimate your own army? Yep, it happens. To avoid this, "Space" the units when you are not using them.
Guard Units ("G")	This is another important one. Units set to "Guard" will hold their ground, under any circumstance. The advantage to using this instead of "Space" is that the units will defend themselves against attack, yet not abandon their position. Set your flag defense to "Guard" in games of Capture the Flag.
Center Selection ("H")	The usefulness of this command was mentioned in the Presets section. This command centers your view on a selected unit(s). Works well in combination with presets. Try it out!
Detach Units (Backslash "\")	This one is pretty obvious, but important. If you don't know this command, learn it now… or your future teammates will hate you.
Taunt ("U")	Taunt is a great command to get familiar with. Not only can you use it to heckle your enemy, it can also be used to interrupt an attack. For example, you can stop your warlock from shooting with a well-timed taunt.

Of course, there are many other commands available to you, however, these are the ones you will likely need and use most often. Experiment with the others, as well! Like any game, Myth II requires a good deal of muscle memory… the ability to utilize a command quickly without having to think about it can mean the difference between winning a battle, and losing a battle.

Respect Earns Respect

Like almost anything else in life, there exists a hierarchy in the world of Myth II. If you are new to this game… or not so new, but not very good at it… you are at the bottom of the food chain. Like it or not, that's just the way it is. If you come into this game with a cocky attitude, but don't have the skills to back it up, you will not last long. You will be ridiculed, insulted, trolled, and all kinds of things you don't want. Learn from others' mistakes. Come into this game with a certain amount of humility. Most players within the competitive Myth II community have been playing this game for 10+ years. Instead of arguing with them, try biting your tongue and listening. Perhaps you will learn a thing or two. If you have questions… ask. Many veteran players are more than willing to help if you are willing to learn. And like any online game, there are many idiots on the server. If you play other games, this should be nothing new to you. Either grow some thick skin and ignore them, or simply use the MUTE function to shut them up. You can also wank (ban) people from your host by either clicking on their name and typing *.wank* or by typing *.wank username,* where "username" is the offending player's login. Anyways, don't let this scare you… there are plenty of friendly, tolerant players too! It is with good reason that this community is still around after almost 15 years!

Part 2: Unit Trading and Distribution

Hmm… while unit trading is often a matter of personal preference, there is a time and a place for creativity. And there is a thin line between creativity and stupidity when it comes to unit trading and distribution. Keep your whacky, nonsensical trades for FFA, when you are the only person with anything to lose. If you are in a 2-team game with a bunch of crusty veterans, there is no better way to sabotage your M2 experience than butchering a unit trade. Before you can really begin to sensibly create your own unit trades and strategies, you really need to know the strengths and weaknesses of all the units. Most veteran players had the advantage of being surrounded by fellow newbs when they began their Myth II careers… sensible unit trading and unit distribution were learned through trial and error and evolved over the years. You do not have the benefit of time on your side… new players are the vast minority these days, so you better learn to adapt fast if you want to avoid becoming a target for verbal assault I digress… here is a list of common units and a brief (and very basic) description of their strengths and weaknesses. LEARN IT!

Unit Guide

Giants
- Trow
  - strong and fast… always get the maximum number of trow available.
  - can be healed by journeymen, and heron guards
  - take very little damage from most artillery units (except bows and soulless)
- Forest Giant
  - strong and fast… again, always get the maximum
  - can pass over most terrain that other units cannot
  - can be healed by journeymen, and heron guards
  - very susceptible to puss from wights or thrown by ghols
  - can be heavily damaged by most artillery units (i.e. dwarves, warlocks)
- Mykridian Giants
  - no faster than myrkridia and berserks
  - have a special attack that inflicts massive damage if used properly
  - relatively weak compared to trow and FG… does not take many mellee units to kill a MG

Mellee
- Warriors
  - can block other mellee with their shield
  - grow stronger as they gain kills (better blocking frequency, faster attack)
- Stygian Knights
  - do not take damage from arrows from bowmen, or spears from soulless
  - take very little damage from fetch
  - do not freeze when pussed
  - do not take damage in fire
  - very susceptible to damage from dwarves and warlocks
  - faster attack as they acquire more kills
- Brigands
  - homosexual warriors
- Berserks
  - fast
  - fast attack rate
  - faster attack as they acquire more kills
  - very maneuverable
- Myrkridia
  - fast and strong
  - fast attack rate
  - devastating in packs
  - expensive
  - turn crazy when low health and attack friendlies
- Myrmidons
  - fast
  - relatively weak compared to berserks and myrkridia, but cheaper to trade for
  - weak against dwarves
  - take very little damage from fetch

- Mauls
  - very tough
  - block shots well
  - expensive
  - not very maneuverable
- Thrall
  - cheap
  - do not freeze long when pussed
  - can walk underwater
  - can be healed to death but can also interrupt healing
- Ghasts
  - cheap
  - freeze units with attack
  - very susceptible to artillery attack
  - can walk underwater
- Ghols
  - fast
  - maneuverable
  - can throw objects (i.e. puss, blades, bits of armor)
  - can carry objects (i.e. mandrake roots, fire arrows)
  - can pass over some terrain that most units cannot
- Heron Guard/Heron Guard Hero
  - fast (tiny bit slower than berserks)
  - fast attack rate
  - ability to heal (HG carry one, HGH carry 9)
  - maneuverable
- Journeyman
  - carries 6 heals
  - takes a lot of damage
  - blocks warlock shots well
  - fairly slow (slower than warriors), but faster than artillery units
- Spiders
  - fast
  - cheap
  - can pass over some terrain that most units cannot
  - strong in packs vs. stray units
  - very weak against artillery
- Wights
  - not technically mellee… but where else would I put this?
  - very slow
  - produce "puss" packets when healed
  - freeze all (susceptible) units within a given radius
  - do A LOT of damage when used well
  - can walk under water0

Artillery

- Bowmen
  - long range
  - have a secondary attack (stab – double click, refer to advanced tactics for more)
  - carry fire arrows on many maps
  - slower than mellee units (except thrall)
- Soulless
  - long range
  - have a secondary attack (stab – double click, refer to advanced tactics for more)
  - can pass over all terrain
  - very effective on hills
- Dwarves
  - slow
  - not very long range, but molotovs can bounce and increase range sometimes ☺
  - often throw duds ☹
  - range is increased significantly from hills
  - very little health
- Dwarven Heroes
  - slow
  - a bit tougher than regular dwarves
  - much longer range
  - never dud, except in water
  - bottles explode on impact, never bounce (except in water…)
  - range is increased significantly from hills
- Mortar Dwarves
  - slow
  - long range
  - can dud occasionally
  - like all dwarves, range is increased significantly from hills
- Warlocks
  - slow
  - mana recharge is kinda slow
  - do not take damage in fire
  - very long range
  - attacks can track units (heatseeking!)
  - secondary attack (ring of fire)
- Fetch
  - slow
  - do not have much health
  - fairly long range
  - do a lot of damage
  - attack can blow up dwarf, stop warlock shots, and knock arrows/spears out of the air
- Bre'Unor
  - fairly fast
  - expensive
  - fairly ineffective on most maps
  - not usually worth trading for

Unit Trading

There are no set rules regarding unit trading, but there are certainly standards and common practices. What intelligent unit trading requires is COMMON SENSE. For instance, why get max bowmen on Gimble in the Wabe, but no dwarf? Too often I've been stuck with a captain that gets this trade. What do you do when you opponent with full mellee decides to rush you? The answer is: die horribly.

I will not discuss FFA unit trades in this section… that is personal preference and does not affect anyone other than you. However, if you are the captain of a team, whether it is in a Team Free-for-All or 2-team game… your decisions will directly affect your teammates. Terrible unit trades often mean a guaranteed loss, and nobody likes to have the outcome of the game decided before it even begins. There are 2 basic kinds of unit trades; *rush sets*, and *artillery sets*. Sure there are variations on either, but I'm trying to keep this simple.

Rush Sets

A **rush**, in regards to Myth, can be defined as: *a sudden or quick attack or charge*. The basic objective of a rush is to immediately put your opponent on the defensive, overwhelm them, and force them to react to your attack. This often takes many mythers out of their comfort zone, and their attempts to defend themselves may be little more than a frantic mashing of keys and buttons. The basic requirements for a good rush set are **a lot of fast mellee** and **puss** (if available)**.** I'll discuss rush tactics later on in another section.

Rush set example: *Gimble in the Wabe*

1 Dwarf	1 Journeyman
8 Stygian Knights	4 Ghols
8 Warriors	

Artillery Sets

An artillery set is exactly what it sounds like… a unit set based around artillery, where the artillery units are the primary attackers, and the mellee units are primarily for defending your artillery. If you are going to use this approach to unit trading… don't half-ass it. For instance, if your bowmen are going to be your primary offensive unit, and the maximum number of bowmen is 6… don't trade for 5. Get 6.

Artillery set example: *Gimble in the Wabe*

1 Dwarf	1 Journeyman
6 Stygian Knights	6 Bowmen
4 Warriors	2 Ghols

Unit Distribution

If you are the captain of a team whether randomly or by choice, you are responsible for distributing units to players on the team. As with unit trading, I encourage you to use common sense when performing this delicate task. For instance, if you have 24 bowmen and 6 players on the team… DO NOT give 1 player all 24 bowmen. Split them amongst the players, i.e. 4 bowmen to each player, or 6 bowmen to 4 players, 8 to 3 players, etc. The more players managing the units, the more effectively they will be used (in most cases). As an analogy, think how much better you could juggle if you had 4 hands! Two heads are better than one… so on, and so forth.

Of course, there is much more to intelligent unit distribution than this… I'll just sum it up with a few key points:

- If you are giving a player artillery units, give him some mellee units to defend himself with.
- Know your players. Give the power units to the best players on your team, and relegate your lesser skilled players to secondary roles. If you don't know who these players are, ask.
- If you want a player to go a certain direction, i.e. north, give him units from the north side of the group. Time to a flag/hill/choke point/water crossing/etc. is often critical. Don't make them run further than they have to.
- The team captain is generally responsible for flag defense (in Capture the Flag, Flag Rally, etc). Relegate yourself to this role, or someone else solely to that role. Do not depend on another player to defend the flag if they are busy fighting elsewhere.

Like I've already mentioned, there is definitely more to intelligent unit trading and distribution than I have covered. This is simply meant to be a loose guideline to help you get started. The only way to truly learn the ins and outs of Myth II is through first-hand experience. With that said, I'll include a guideline to unit trading on some of the common 2-team map/game variants.

Unit Trading Guide

The Desert Between Your Ears – *Territories/Flag Rally*

4 dwarves	1 journeyman
24 bowmen	3 wights
27 warriors	6 ghols

This trade is nice and balanced, and splits up easily among several players and evenly into 3 flanks (other than extra dorf and jman mid). It is ideal for a 3 prong strategy and can easily adapt to counter a mid-rush from the opposing team. Its weaknesses include its vulnerability to rushes on the flanks, and relative lack of puss in the case that the other team has a lot more of it. However, the abundance of artillery (bows, dorfs) and warriors make it ideal for those longer, passive games… or huge team games. Nobody will yell at you for getting this trade ☺

If I Had a Trow – *Territories/Flag Rally*

5 trow   5 warlocks
27 myrkridia   16 soulless

This map is a bit flexible in terms of unit trading, but it is important to always get 5 trow and 27 myrk, unless you have a genius plan for making a bad trade work. The terrible thing about large games on this map is that 3 players will (and rightfully should) get the majority of the units. It is better to not dwell on the fact that one player has 29% while you have a mere 7%. Keep in mind that each role, no matter how small, is important in the final outcome of the game. Anyways, I'll explain the basic way in which this unit trade works. The 2 best players on the team get 2 trow, and 9-11 myrk for the North and South flanks, while the 3rd best player should handle the 5th trow and 5-9 myrk. In the case that there are only 6 or less players on the team, the flankers should also get 1 warlock or mort each. Personally, I prefer a mort because it doesn't require mana recharge and is not as easily blocked by trow. The remaining players can divvy up the remaining warlocks and soulless. In a larger game, some soulless and/or the lone warlocks could be given to a couple of players to accompany the flanks. However, if the soulless are all kept mid the strategy can easily counter 3-trow flanks (mid trower reinforces flank while an abundance of soulless helps hold mid).

Proving Grounds - *Last Man on the Hill*

1 trow   1 dwarven mortar
3 heron guards *ALWAYS   11 mauls
2 warlocks   1 ghol

This trade works well for teams with 2-4 players. With more than 4, it would be advisable to get another dwarf or another ghol, and have a dedicated pusser. DO NOT HEAL THE WIGHT FOR PUSS. There are 6 free puss and 12 mortar shells already on the Proving/Killing Grounds map… and it is very important to keep all 3 heals for healing your trow when it gets low in health. Some mauls can easily be replaced with warriors so each player has a bit more mellee.

Killing Grounds - *Last Man on the Hill*

3 heron guard heroes *ALWAYS   4 dwarves
8 bowmen   6 ghols

Trading for anything other than this will most often result in a loss, plain and simple. Puss and puss bombs are a vital component in winning games on this map, dwarves are the best defense against enemy herons, and max bowmen is a no-brainer. There is NOTHING in this trade that should be sacrificed for warriors or thrall. Consider yourself warned. Distribution… depends on the amount of players on the team, but shouldn't vary much. In the case of a 3 player team, I would likely give 1 person all 3 hgh, and 2 ghols, while the other 2 players would get 4 archers, 2 dorfs, and 2 ghols each. For a 4 person team, I would give 1 player all 3 hgh and 3 ghols, 2 players would get 4 bowmen and 2 dorfs each, and the 4th

player would get 3 ghols. Dedicated puss/puss bomb is a small but very important roles… get familiar with where the puss and mortar shells are on the map.

Gimble in the Wabe - *Last Man on the Hill*

2 dwarves	4 warriors
6 archers	1 journeyman
4 stygian knights	2 ghols

This is a pretty standard trade for 2+ players in a 2-team game. It splits up nicely and is well-balanced. It can be played passively or aggressively, and counters a rush well if the dwarves are kept alive ☺. Tried, tested, and true.

Gyre in the Wabe - *Last Man on the Hill*

2 fetch	4 mauls
2 berserks	6 herons
6 soulless	

This map is pretty flexible in terms of unit trading. The most important thing is to ALWAYS get 2 fetch and 6 herons for healing. Soulless are certainly optional, and may people prefer not to get them in favor of more mellee… although, I think they work well for teams of 3+ players, since they can be managed quite efficiently when split up.

Dead Man's Float - *Capture the Flag*

1 heron guard	4-6 ghols
5 dwarven heroes	2-3 wights
9-11 berserks	1-2 thrall

The number of zerks/ghols/wights is purely choice. If there is a lot of water between your teams flag, and the other teams flag, it may be better to get more ghols/wights, as puss is very useful in water where dorfs can't harm them (theoretically). Soulless can work here if you plan on fighting beside a deep pool of water where they are out of reach, but they generally get decimated by dorfs on this map, even on hills. If you want to keep your team happy, stick to the recommended unit trade.

Continued on next page…

Venice - *Last man on the Hill*

1 dwarven mortar	2 warlocks
1 journeyman	6 bowmen
2 wights	5 warriors
4 ghols	

This is a safe unit trade, but there is certainly room for variation. This is what I most often get, and it is effective. 2 mortars can also work well, depending on how many teammates you have. Not much else to say about this one.

Clash on the Cloudspine - *Last man on the Hill*

2 trow	16 berserks
12 mauls	14 ghols
4 dwarven mortars	

For the love of god, do not get Bre'Unor or warlocks on this map, unless you know what you are doing. Warlocks are prone to doing a lot of damage to your own team, and Bre'Unor are expensive, ineffective, and just a waste. Give your best player both trows and the ghols, and split the artillery/berserks/mauls up between the remaining players… no one will question you, and you will be giving them a fighting chance.

ALLLLLRIGHT… that's enough for unit trades. Those are most of the commonly played stock maps, and should be enough to get you started. For other maps not listed here… just use common sense. Know how many players are on your team, and have an idea how you are going to split the units amongst them when you are deciding on a unit trade. Consider each units strengths/weakenesses and weigh them against the unit cost. A general rule of thumb is to ALWAYS get the maximum number of power units, unless you have some genius plan that doesn't require them. Here is a list of units to ALWAYS get the maximum amount of:

- trow
- forest giants
- fetch
- heron guard heroes
- myrkidia

Of course the units you should max varies on a map to map basis, but the above list should be a no-brainer. Now that I've covered everything leading up to the actual game… let's move on to tactics!

Part 3: The Art of War

Intermediate Tactics

What's this??? No beginner tactics? Of course not… you are a beginner. By default, you are already using beginner tactics ☺. I am writing this section to give you the tools necessary to IMPROVE your game play. Of course, knowing and doing are two completely different things. If you keep these tactics in your mind, and concentrate on using them during a battle, they will eventually become second nature. In no particular order…

Rushing

The ability to rush is a necessary skill to have in Myth II. As mentioned in an earlier section, many strategies are based around rushing. However, you may also find yourself in a dire situation where you have nothing left but mellee, and a well-executed rush is your only hope for victory. I'm not going to go on and on about the finer details of rushing… but here are a few tips to get you started:

- Use a widely spaced line formation if you are rushing vs. artillery. Widely spaced, you are less vulnerable to enemy puss, and artillery fire. Also, your enemy will have a harder time effectively engaging your mellee with his mellee.
- Maintain forward momentum! Every time you stop or strafe to the side, you give your opponent more time to do you harm.
- If rushing against a dwarf, warlock, etc… try to predict your enemy's shots, and dodge accordingly WHILE still maintaining an overall forward momentum. A good practice when rushing a warlock is to lead with a single (ideally maneuverable) unit out front, and use it to block incoming warlock shots. This move often requires some fast clicking!
- Use ghols/puss effectively. If your opponent has a dwarf(s), THAT is your primary target. If you are rushing mellee vs. mellee, do not squander your puss. Hold off until your puss will freeze the most amount of units and you are within striking distance before throwing it.

Counter-Rushing

Just a fancy term for defending against a rush. Like I said previously, rushing is a good way to throw your opponent out of his comfort zone and force him to make mistakes. Of course, there are two sides to that coin. Preparedness is the key to effectively defending yourself against a rush. Here are a few tips to make that happen:

- Don't be caught off guard. Send a lone unit ahead of your main force to scout the enemy. If you see he has a ton of mellee and is coming toward you… get ready to be rushed.
- Know your terrain. Use hills, choke points, etc. to gain some kind of advantage.
- Know what is behind you. You may be forced to continuously back up while your enemy advances on you. You do not want to be forced to fight with your back to a wall.

- Use your puss on his puss and eliminate his ghols. Those ghols may have been his only way of easily killing your dorf (if you have one). As long as your dorf is alive, you have a good chance at winning, even if your mellee are heavily outnumbered.
- Stay spread out; at least until you know your enemy has no puss.
- Attack, retreat, attack retreat. The more shots you can get in with your artillery, the better.
- Keep your composure. The moment you start panicking, you will start making mistakes.

Pussing 101

I guess I'll first explain what "puss" is… just in case you are THAT new. Puss is created by healing your wight(s) with a journeyman or heron guard. Each wight produces 2 large puss packets, and 3 small puss packets (see image below). These can be picked up with ghols and thrown. Small puss may (or may not) freeze a target, and large puss will explode and deal damage + freeze enemy units within a given radius. Some units, however cannot be frozen, but can still be damaged.

Large puss indicated by arrows

With that said, here are a few tips for using puss effectively:

- Use CTRL-click to throw the puss instead of simply clicking on the target. This will minimize the chances of the puss bouncing off of the target, or the target dodging and missing it completely.
- Be patient. Don't be in such a hurry to throw your puss away. You may find a better use for it later.
- Choose your target wisely. Most often you want to kill the unit that will do the most damage to you. This is usually an artillery unit, such as a dwarf or a warlock.
- Use puss in combination with other attacks. If you just run your ghol in alone and puss a dwarf without killing it, your enemy can heal his dwarf and you have just wasted a puss. Make sure you have other units within striking distance, i.e. your own artillery, to finish the job.
- IMPORTANT! When not using your puss, either keep your ghols SPACED (spacebar…) or moving. Like all other units, ghols can automatically throw their puss at nearby enemies. You do not want to puss yourself.

Counter-pussing

Defending yourself against puss is equally important as knowing how to use puss. I've already mentioned pussing the enemy ghols as one tactic… here are a few other tips to further your cause:

- Block incoming ghols with mellee. Unless you are being rushed, most opponents will not waste their puss on your mellee. Use a line formation to keep your mellee between their ghols, and your artillery. As a bonus, your enemy may accidently auto his puss on your mellee, and effectively waste it.
- In the case that your enemy flanks his puss ghols, you may not be able to simply block them. Know where they are at all times, and keep an eye on the overhead map. This may be a good time to use your puss on their puss, or try to kill them with your artillery.
- Spread out. If you lose 1 bowman to a puss, not a big deal… lose 5 and it's game over.

Bottle-pussing / Puss-bombing

Throwing a dud dwarf bottle, or a mortar shell in combination with puss is a good way to deal a lot of damage to your opponent. Dwarf duds can easily be made by throwing bottles into shallow water, or throwing a bunch of bombs and hoping one duds. Some maps (i.e. Proving Grounds) have several dudded mortal shells laying around. When throwing a puss-bomb, try to have your ghols side by side, the same distance from the target. If they are unequal distance, one may be out of range of the target, and throw later than the first… if the puss hits first and blows up before the bottle/mortar shell arrives, you will not get the damage you were hoping for.

Healing

This one should be a no-brainer… but you'd be surprised how many players do not use their heals effectively… many just heal units willy-nilly. Knowing when, what, and where to heal will makes a big difference. It may seem trivial, but small things add up… it is attention to details like this that separate the good from the great… or the mediocre from the decent, as the case may me. Here are a few tips on good healing practice:

- Get in the habit of collecting every mandrake root you see.
- Give veteran mellee units healing priority if you have limited mandrake roots.
- Distance yourself from the enemy before healing, as it will immobilize that unit for a few moments.
- Healing in the line of bowman fire? Heal, then use the healer to block incoming arrows.

Vetting

Vetting mellee units will gain you a huge advantage in mellee vs mellee combat. Vetting simply refers to accumulating kills with your mellee units. Pretty easy to do, but few players really do it effectively. Here's a tip: instead of killing a horde of thrall with a dwarf… simply soften them up a bit, then clean them up with your mellee. You're welcome.

Distraction

Mess with your opponents head a bit… make them focus on more than one area of the map at any given time… make them click more than they want to… the more clicks, the more camera rotation, the more panning, the more likely they are to make a mistake. How? The easiest way is to flank them and feint an attack from behind. If they are worried about what's behind, they are more likely to miss something in front. Ghols and other fast units work great for this. Give it a try.

Staying Alive

Let me clarify… DON'T WASTE UNITS. When you puss your opponent, pull you r ghol out instead of sending it to its death. I won't dwell on this subject, it should be pretty obvious… but again, you'd be surprised how many people needlessly waste units.

Use the Terrain

Ranged units throw/shoot much further from hills (with the exception of fetch and warlocks). So yes, find some high ground with your dwarves… even a tiny elevation difference will give you a big advantage over an opponent.
Use choke points in mellee combat… between trees, cliffs, etc. This will give you a big advantage if your opponent is dumb enough to fall for it.
Water… it can be your friend. Fire arrows and dwarves are ineffective (mostly) in water. Use this to your advantage.
Burnt ground… cannot burn twice. This is important to remember in bow fights.
Trees or other ambient objects… you can use them to take cover from artillery fire, or if you are clever, to throw your opponent's pathfinding off. This can often buy you those precious seconds needed to throw one more bottle, or recharge a warlock's mana, etc.

Effective Micromanagement

Ever wonder why your mellee units were decimated in an otherwise evenly matched battle? It is likely that your opponent micro-managed the attack more effectively than you (if you even bothered to try). What is beautiful about the game of Myth, and what separates it from so many other RTS games, is the amount of control you have over individual units…. So get in there and take advantage!
Quite often, the mellee battle will begin and some of the units will just wander around aimlessly, instead of attacking. Make them target the nearest enemy unit! Attack the lower-health units first! Make your units team up on single units! Auto-attack is rarely the best option. Advanced techniques are discussed in the next section, some of which will help you effectively micro-manage your mellee attacks. Read on!

That enough for begin..termediate tactics. Next up: advance tactics!

Advanced Tactics

For the sake of competition and keeping this game alive, I'm going to share some stuff that may have taken others years to learn. Enjoy a shorter learning curve!

Leading

This one is easier to demonstrate that explain, but I'll give it a shot.
By leading, I am referring to making your opponent follow a single unit. This is most useful in mellee combat, specifically when engaging the enemy. Typically, your opponent will attack the first unit it comes he/she comes in contact with… take that lead unit and turn it away at the last second and run. Quite often, a few or more of your opponents units will follow it. Suddenly you have a numbers advantage, albeit it a temporary one… but it may just be enough to win the exchange. It's not always as simple as that though… your lead unit may get trapped by your own group… rendering the maneuver useless, and possibly detrimental. Try to avoid trapping your lead unit! Give it a try!

Faking Shots

Most artillery units have the ability to fake a shot, with the use of a well-timed taunt. How will this help you, you may ask? In a warlock fight, for instance, faking a shot while your opponent takes a shot gives you a mana advantage, and may enable you to push while they retreat to recover mana. Also, faking the shot may give you enough time to retreat out of range to save your unit's life. Faking a shot may also trip up your opponent's blockers… fake a shot, and then shoot in another direction before they have time to recover. It may not work every time, but when it does… it is sweet.

Forcing the short-shot

Lol… couldn't really think of a name for this tactic. What I mean by forcing the short-shot is manipulating your opponent's artillery auto-targeting, forcing them to blow prematurely. Sounds kinky, huh? It's actually quite simple… here's an example using your Trow vs your enemy's Warlock. Run straight at the warlock, and just as it fires at you, turn 180° and run the other way. If the warlock has auto-targeted the trow, the shot will often detonate prematurely. Best case scenario, your opponent kills himself… otherwise at least you wasted his mana and took no damage in the process. This can work with other units as well, and against other artillery units, such as dwarves.

CTRL - click

This probably shouldn't be considered an advanced tactic… but so many people don't use it effectively, that I figured I'd stick it here anyways. CTRL-click with dwarves, fetch, warlocks, etc is a no-brainer. If you aren't using it, go back to the tutorial. I've included it here, mostly as it pertains to BOWMEN. Most people ignore this attack out of sheer laziness, and to be fair, it is not always the right choice. Let me just say that ctrl-click is a lot harder for your opponent to predict, thus harder to dodge. It is very easy to dodge auto-target attacks by simply changing direction after the bowman volley… not as easy when you have to pay more attention the incoming arrows. Again, ctrl-click is not always the best choice, but there is definitely a time and a place for it. Give it a shot.

SHIFT + DOUBLE CLICK (to target single mellee unit)

Always wondering how that crusty veteran keeps targeting a single unit in a mellee battle? That's how. I won't explain it further… shift + double click. Give it a try for yourself.

CLICK - TAUNT - CLICK (to stab)

Tired of your bowmen spinning in circles when you try to stab? Try click-taunt-click and watch all your problems disappear. Can probably thank WW2ers for this innovation.

Heal Multiple Heron Guards/Heroes Simultaneously

This one is pretty simple… select your HG or HGH group, then SHIFT+T and click on one of them… if they are not grouped too loosely, they should all heal themselves at the same time. This is a great trick to know when playing Killing Grounds KOTH.

The Heal Trap

You won't need this too often, but it's a great trick to have in your arsenal on Proving Grounds. What I am referring to is trapping an enemy trow with your mellee pack. To execute this maneuver, keep a heron guard(s) near on the outer edge of your mellee pack. When a trow gets close enough, heal the trow and quickly surround it with mellee. There are varying techniques to pull this move off. What I generally do is select my entire mellee group, hit T to heal the trow (careful… if your herons are close together you may use their heals as well, which would be a waste), and send my mellee around the trow to a box formation on the other side. I also use my artillery as a lure… dangling it just far enough to tempt the enemy to kick it. A warlock or mortar dorf is a good trade-off for a trow! Give it a try!

Bottle Bouncing

You may think you already know how to bottle bounce. You are wrong. Sure, anyone can bounce a bottle somewhat… but to bounce it a great distance with accuracy is a skill few possess. To get distance on the bounce, you need to land the shot directly on top of the bottle, with just enough correction to give it the desired direction (see red X). Sounds easy? Not so easy when you have a split second to do it, while managing the rest of your units, and you enemy is busy trying to bounce those same bottles out of harm's way.

To take this once step further, try using 2 dorfs at the same time for the bounce… toss one short, so it duds and bounces out of the water, with a second toss over the first to ignite/bounce the bottle when it lands. Prediction and precision are the keys here. Honestly, the only 2 people I've seen pull this off with much success in-game are myself and Zer… I'm sure there are a few other that probably have/could, but I just haven't see it.

Blocking

Blocking artillery shots is one of those things that will make a huge difference in your game. Pretty much every ranged attack (minus fetch blasts) can be blocked. Most people these days have the sense/skill/awareness to perform basic blocks (i.e. blocking a warlock shot with a trow), but there are other blocking techniques that will dramatically improve your myth game if you employ them often. I'll give a few examples.

- Trow can be used to block mortar shots too! A little more tricky to get in position, but very effective!
- Using a mellee unit in combination with a warlock or mortar dwarf. Get in range, engage the enemy artillery and exchange shots… as soon as you shoot, back your artillery out and move your mellee unit in to block. If your opponent did not do the same, you may now have an artillery advantage.
- Use a mortar dwarf (or any dwarf for that matter) to stop a warlock shot. This requires a bit of prediction and timing, but is a pretty easy technique to master. Try it in lieu of blocking with mellee unit, and your opponent may be lured into a false sense of security.
- Use a single or multiple mellee units to protect a dwarf from incoming arrows. This will often save you from focusing on dodging with your dwarf, and free up some clicks to be used elsewhere.

- Use a journeyman or mellee unit to block incoming puss. When your opponent throws puss at your dwarf, step in front of it. Even if it still freezes your dwarf, it will avoid direct contact and the dwarf may live to fight another day.
- Use a mellee unit to block a dwarf shot. This will rarely work, but I've successfully blocked shots from dwarven heroes on Dead Man's Float by stepping into the shot with a zerk, keeping my dwarf alive and killing the enemy dwarf with my next shot. This will generally only work if your enemy is throwing over a hill and you can elevate your mellee unit to take advantage of the low trajectory.
- Blocking puss with a well-timed dwarf shot. Chances are you've done this by accident many times. Learn to do it intentionally, and you have a nice new toy in your arsenal.

Well, that's about all I have or care to say for now. If you do not currently employ the aforementioned tactics and techniques, I can guarantee that doing so will drastically improve your myth performance. Others have also written articles on Myth tactics and strategy, however… I suggest you have a look at some of those as well.

Further Reading

Really new to this game? Check out the Myth Starter Guide at http://mything.org/Myth_Starter_Guide

More advanced reading…

GKG's School of Myth Strategy - The Push Factor - by Giant Killer General
(http://thegjol.com/thegodhead/view/gkgs_school_of_myth_strategy_the_push)

The 1 Baller's Dilemma and Myth Boot Camp's Five General Orders - by Giant Killer General
(http://thegjol.com/thegodhead/view/the_1_ballers_dilemma_and_myth_boot_cam)

The 3 Baller's Dilemma and The Myth Bible's Ten Commandments - by Giant Killer General
(http://thegjol.com/thegodhead/view/the_3_ballers_dilemma_and_the_myth_bibl)